

Illustrated in Full Color!

PLAYING DONKEY KONG™ TO WIN!

The title is set against a black background with horizontal blue lines containing white circles. The word 'PLAYING' is in pink with fire icons under the 'P' and 'Y'. 'DONKEY' is in white with a blue outline, featuring a red Donkey Kong character on the left. 'KONG' is also in white with a blue outline, with a yellow ladder on the right and a fire icon under the 'G'. 'TO WIN!' is in pink, with Mario on the ladder between 'TO' and 'WIN!' and fire icons under 'TO' and 'WIN!'.

Shows you how to master one of
the newest, hottest video games
to sweep the country!

Video Game Books, Inc.

PLAYING DONKEY KONG™ TO WIN!

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Published by Simon & Schuster
New York

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Simon & Schuster Building

1230 Avenue of the Americas

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10 9 8 7 6 5 4 3 2 1

Library of Congress Cataloging in Publication Data

ISBN 0-346-12584-7

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INTRODUCTION

At last, a truly great video game! You're not stuck in some terrible maze! You're not stuck in deep space firing lasers at some strange enemy. You're simply trying to save a beautiful girl from the eventual doom in store for her at the hands of the "Evil DONKEY KONG"!

This game is all action! Evil music and great sound effects abound. An ordinary video game, Donkey Kong is not! Be prepared to get hooked on Donkey Kong!—You probably will!

Donkey Kong is essentially a remake of the old Classic *King Kong*. The giant ape, (who is not really evil, only misunderstood) takes the beautiful girl, (with whom he has fallen in love) and climbs to the top of a tall building.

Can you save the beautiful girl? Can you get to the top? Can you dodge all the obstacles Mr. Kong will throw into your path? This is the challenge of Donkey Kong!

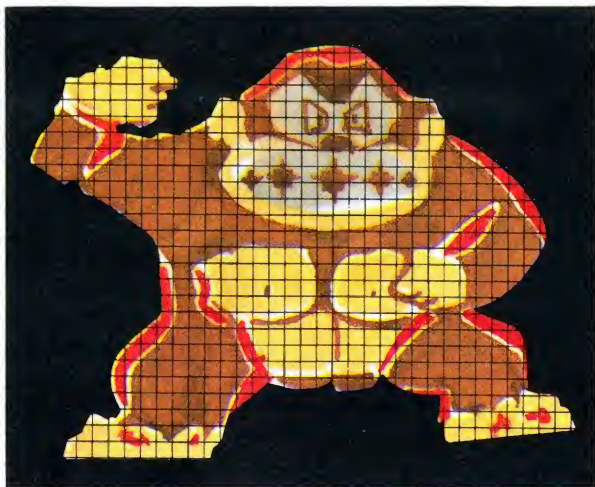
This is truly a video game for all ages. It is so popular that at most arcades you must wait in line to have a chance to save the beautiful girl, but it's worth the wait!

As you watch others play the game, you will notice that saving the beautiful girl is not so easy. Mr. Kong has a seemingly endless supply of objects to throw into your path, causing your destruction.

Video Game Books has spent months studying and playing Donkey Kong. This book is designed so you can fully understand the game, as well as improve your scores tremendously.

In conclusion, if excitement, romance, and the thrill of victory are what you are looking for—DONKEY KONG IS YOUR GAME!

MEET THE PLAYERS



"DONKEY KONG"—

The Evil Giant Ape
who would harm the
beautiful girl!

"THE BEAUTIFUL GIRL"—

Dragged to the top
of a giant building!



JUMPMAN—

"MARIO, THE CARPENTER"—

THE HERO!—

Risking life and limb,
it is Mario who can
and will save the
Beautiful Girl!

ELEMENTS OF DESTRUCTION

BARRELS—

Mr. Kong consistently rolls barrels into Mario's path. If one hits him, he's a goner!

FIREBALLS—

Escaped from a burning oil drum, fireballs roam the pathways.

THE PLUGS—

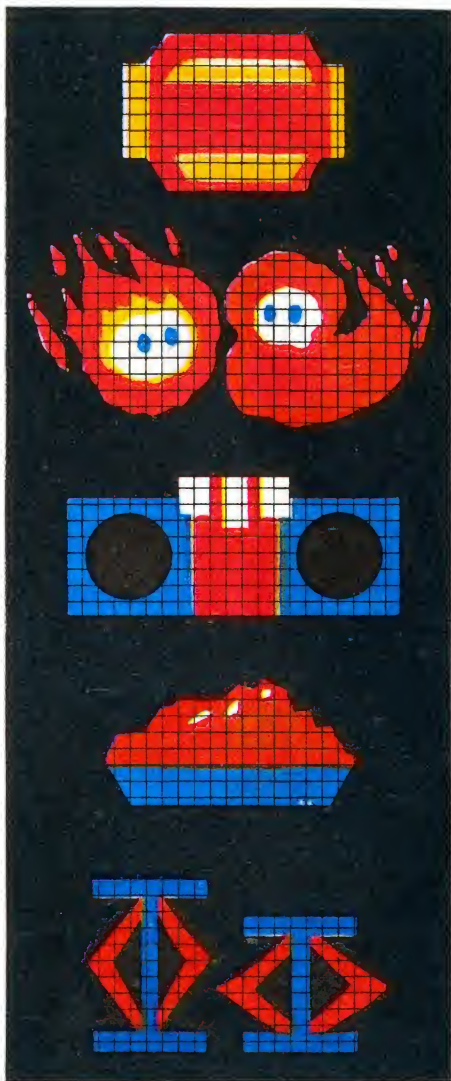
Once a plug has been eliminated by Mario running over it, Mario can only cross it again by jumping.

THE CEMENT—

Moving on the conveyor belts, if a pile of cement hits Mario, he is dead.

THE MASHERS—

The mashers bounce across the top beam and fall to the bottom of the screen. If one strikes Mario, it's over.



BASIC MECHANICS ★ OF PLAY

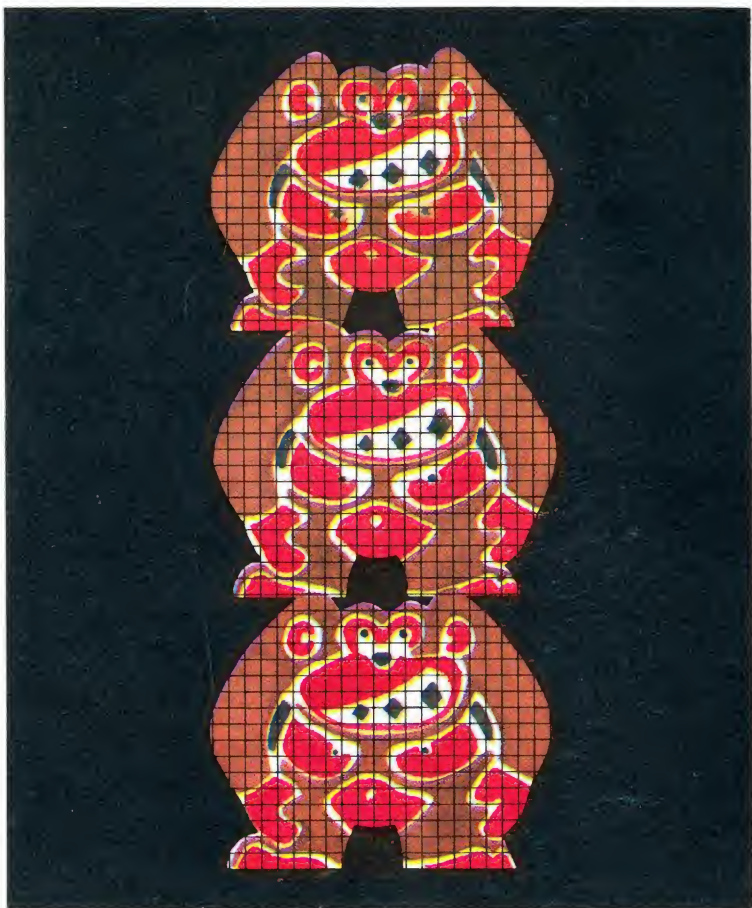
Playing Donkey Kong is tremendous fun. It's easy to become excited, nervous, and frustrated all at the same time! If you want to achieve a good score, there are several factors that you must consider. First, it is very important that you remain as calm as possible while playing. Timing is important, and if you're not calm, its easy to goof up. Concentration is also very important. As the playing boards advance, the degree of difficulty also increases. If you don't give the machine your full attention and concentrate on what you are doing, chances are that you will be killed early in the game.

Playing the game requires the use of both hands. The left hand operates a four directional "joy stick", which directs Mario across the beams, and up and down the ladders. The right hand operates the "Jump" button. Mario will jump when this button is pressed. If Mario is standing still when the Jump button is pushed, he will jump and land in the same spot. If Mario is running when the Jump button is pressed, he will jump and land two body widths from where he started the jump. It is important to note that Mario must be completely on a beam when he jumps. If he is still partially on a ladder, he cannot jump.

★ HOW HIGH CAN YOU ★ CLIMB?

At the beginning of the game, the machine asks the question "How High Can You Climb?". Each Playing Board has a corresponding height on the building.

After completing Level 4, Mario has reached 75 meters in height. That's Mighty High!!!!



“THE GAME”

You begin the game with three jumpmen. When you achieve 7,000 points, a forth jumpman is awarded. The game continues until all jumpmen have been killed.

First, you witness the Evil Donkey Kong drag the beautiful maiden to the top of a partially constructed building. Evil music sets the mood for what's to come. Suddenly, Mr. Kong begins jumping up and down with such fury that the structural beams of the building collapse forming a pathway to the top of the structure. This is the Barrel Playing Board—Level 1. The beautiful girl is next to Mr. Kong screaming for help. Mario, the carpenter, hears her screams and starts off to rescue her. Mr. Kong, seeing Mario climbing the building, begins throwing and rolling barrels into Mario's pathway. As the barrels approach Mario, he can do one of three things: (1) He can avoid the barrels by climbing up or down a ladder; (2) He can jump over the barrel; or (3) He can grab a hammer if there is one handy, and smash the barrel. Once Mario has evaded all the barrels and reached the top: The Evil Donkey Kong grabs the beautiful girl and climbs even higher.

At this point you have completed the “Barrel Board” and have now progressed to the “Blue Steel Beam Board”. Mario has to avoid fireballs while trying to knock out eight plugs from the structure of the building. If Mario knocks out all eight plugs, the building falls down, killing the Evil Donkey Kong. Mario is transported to the very top of the building where he meets the beautiful girl, and falls in love.

Next, “Level 2” begins, and Mario has to do it all over again, but it gets harder. After reaching the top of the “Barrel Playing Board”, Mario must then reach the top of the “Elevator Playing Board”. This is probably the most difficult playing board.

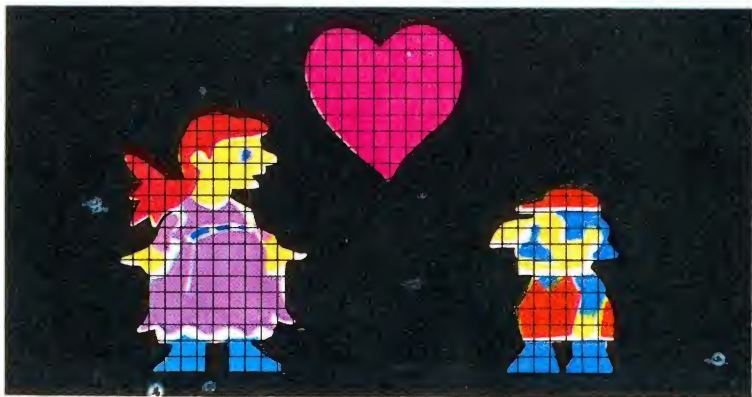
The Elevator Playing Board consists of two moving elevators which Mario must jump on and off ever so carefully. If Mario falls more than one body height, he dies. Mario must also avoid being smashed by the “Mashers”, which come bouncing across the top beam and fall to the bottom of the screen. Mario must also avoid a few fireballs on this screen. When Mario finally reaches the top, Mr. Kong grabs the beautiful girl and climbs to a higher level of the building. Now the second Blue Steel Beam Playing Board appears, only this time there are more fireballs to deal with. Again, Mario must knock out eight plugs from the structure of the building. When this is completed, the

building collapses and Donkey Kong is killed. Mario gets the girl again. That is the end of level 2.

Now level 3 begins, and Mario is without his girl again, so he has to start all over. Mario must get to the top of the Barrel Playing Board, then he is confronted with a new screen, the Conveyor Belt Playing Board. This Playing Board has five levels, three of which are moving conveyor belts. The conveyor belts are subject to change direction at any time. Piles of Cement are moving along the conveyor belts. Mario must avoid these, or jump over them. There are also several fireballs which could do in Mario. When Mario reaches the top of the screen, Mr. Kong grabs the girl and climbs even higher. Now the Elevator Playing Board appears, and Mario must climb to the top of that playing board. When he does, Mr. Kong again grabs the girl and climbs even higher. Now the Blue Steel Beam Playing Board appears. Mario again must knock out the eight plugs while avoiding the fireballs. When he does, Mr. Kong is killed again. Mario gets the girl for the third time!!! Playing Level 4 is exactly the same as Level 3, except there are more fireballs, and the mashers are faster and more frequent.

At the end of Level 4, you should have a score of 85,000 to 100,000 points, and about 20 minutes of playing time. Not too bad considering everybody else is scoring seven or eight thousand points. You have mastered The Evil "Donkey Kong" video game!

Now, read on and learn exactly how to save the beautiful girl, to get high scores, and to play more and pay less!!



SCORING GUIDE

Donkey Kong provides many different methods of scoring points. Each Playing Board has a time bonus, so it is beneficial to get to the top as fast as possible. The faster Mario reaches the top, the more points he is awarded. The other methods of scoring points vary from Board to Board, so each Board will be treated separately.

The Barrel Playing Board:

On the Barrel Playing Board, there are three ways to score points in addition to the time bonus.

1. Jumping over Barrels—100 points.
2. Smashing Barrels with Hammer—300 points.
3. Smashing Fireball with Hammer—300 points to 800 points.

The Blue Steel Beam Playing Board:

Aside from the time bonus, there are 3 ways to score points on the Blue Steel Beam Playing Board.

1. Knocking out Plugs—100 points each.
2. Smashing Fireballs with Hammer—300 points to 800 points.
3. Running over Special Bonuses—300 points to 800 points each.

The Elevator Playing Board:

The time bonus is especially important on the Elevator Playing Board as there is only one other method of scoring points.

1. Running over Special Bonuses—800 points each.

The Conveyor Belt Playing Board:

Other than the time bonus, there are three methods of scoring points on the Conveyor Belt Playing Board.

1. Smashing Fireballs with Hammer—300 points to 800 points each.
2. Running over the Special Bonuses—800 points each.
3. Smashing Cement Piles with Hammer—100 points each.

THE HAMMERS

Poor Mario, trying desperately to save the beautiful girl. He must have a weapon with which to deal with his would be killers. He has the HAMMERS!!!! And, these are the only weapons available.

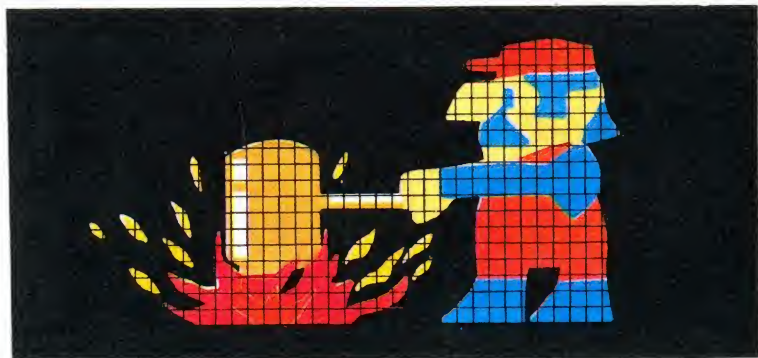
As Mario advances towards the top of the building, he has the opportunity to use several hammers to smash oncoming barrels or fireballs.

In order to use a hammer, Mario must jump up and pass through the handle of the hammer. When he lands, the hammer will begin pounding the ground and anything else that should happen to get in its way. If a barrel or fireball gets smashed, 300 to 800 points are awarded!

If you are planning to use the hammer, be sure that Mario has enough time to jump and land before any oncoming object strikes him. The hammer does not begin pounding until Mario has landed.

Mario cannot jump or climb ladders while the hammer is in use, so be careful. Remember, in order to avoid being killed, and in order to score the bonus points, the object under attack must be smashed. If it hits Mario while the hammer is raised, it's all over! You can avoid being killed when using the hammer by not running towards the object that you intend to smash.

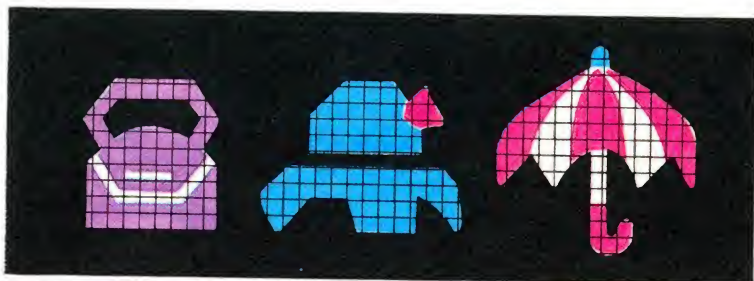
After the hammer has operated for about 30 seconds, it begins changing color and then disappears. As soon as the hammer is gone, Mario can jump and climb ladders.



THE SPECIAL B★ONUSES

Beginning with the second playing board at each level, there are several items which the beautiful girl dropped as she was carried to the top of the building. If Mario runs over them, bonus points are awarded. In each board, there is a purse, hat, and umbrella. A trail!!!—which can be safe or dangerous. Each item remains in the playing board throughout—Run over them each time and watch your score increase! Once you have run over any item, it will not reappear until you progress to the next playing board.

BONUS POINTS CHART



	PURSE	HAT	UMBRELLA
LEVEL 1	300	300	300
LEVEL 2	500	500	500
LEVEL 3	800	800	800
LEVEL 4	800	800	800

THE PLAYING BOARDS

Donkey Kong uses four different playing boards, they are the "Barrel" board, the "Elevator" board, the "Conveyor Belt" board, and the "Blue Steel Beam" board. Each screen is entirely different. Important: *Donkey Kong can only be killed on the "Blue Steel Beam" board.* When Mario reaches the top of the three other screens, Mr. Kong grabs the beautiful girl and flees higher.



THE LEVELS

In the top right hand corner of the screen, you will see "L=01". This is the marker that indicates which level is in play. This book covers the first four levels of play. Scores of 100,000 points are possible when you complete levels one through four.



THE TIME BONUS

Just below the level marker, there is a rectangular box with the word "BONUS" written above it. This is the "TIME BONUS". The bonus starts at a given amount and begins decreasing (like time "ticking away"). The faster Mario gets to the top, the higher this time bonus remains. So don't waste any time getting to the top.

As the level of play advances, so does the "TIME BONUS". The bonus begins at 5,000 points for level 1, 6,000 points for level 2, 7,000 points for level 3, and 8,000 points for level 4.

THE KONG SHEET

LEVEL 1	Screen 1	Barrel Playing Board
LEVEL 1	Screen 2	Blue Steel Beam Playing Board
LEVEL 2	Screen 3	Barrel Playing Board
LEVEL 2	Screen 4	Elevator Playing Board
LEVEL 2	Screen 5	Blue Steel Beam Playing Board
LEVEL 3	Screen 6	Barrel Playing Board
LEVEL 3	Screen 7	Conveyor Belt Playing Board
LEVEL 3	Screen 8	Elevator Playing Board
LEVEL 3	Screen 9	Blue Steel Beam Playing Board
LEVEL 4	Screen 10	Barrel Playing Board
LEVEL 4	Screen 11	Conveyor Belt Playing Board
LEVEL 4	Screen 12	Barrel Playing Board
LEVEL 4	Screen 13	Elevator Playing Board
LEVEL 4	Screen 14	Blue Steel Beam Playing Board

2UP
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HIGH SCORE
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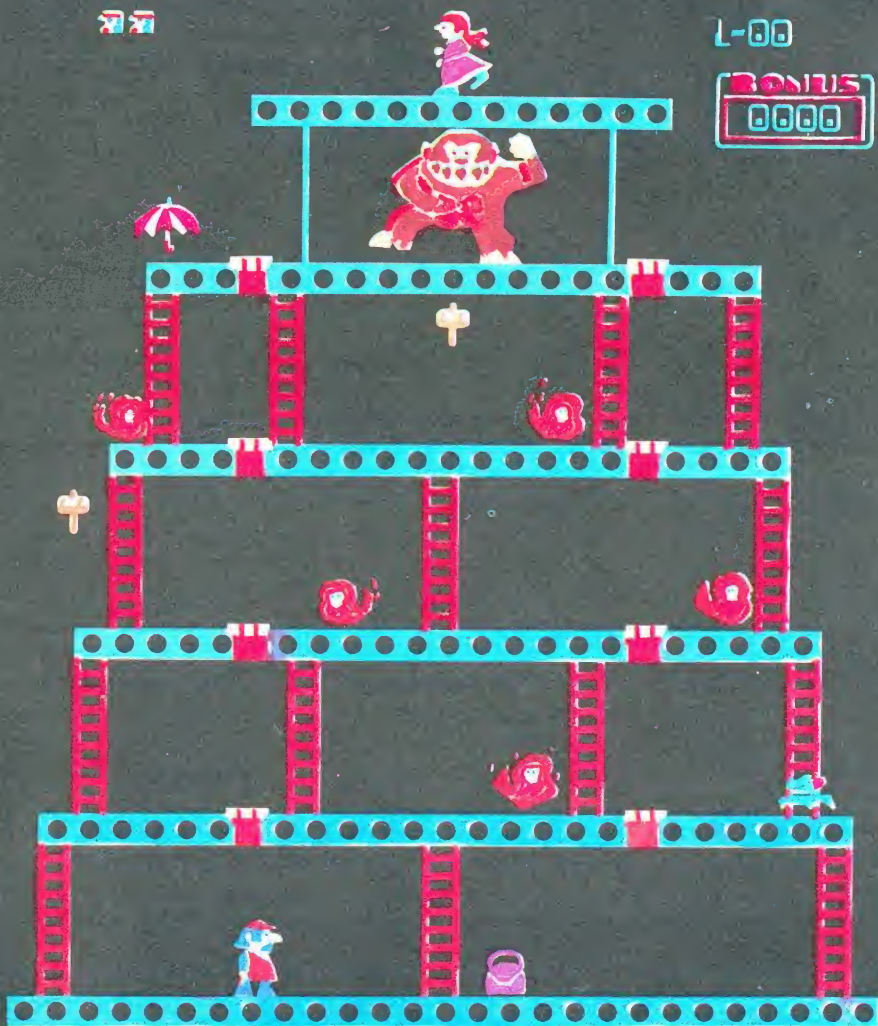
THE BARREL PLAYING BOARD

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HIGH SCORE
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THE BLUE STEEL BEAM PLAYING BOARD

1 UP
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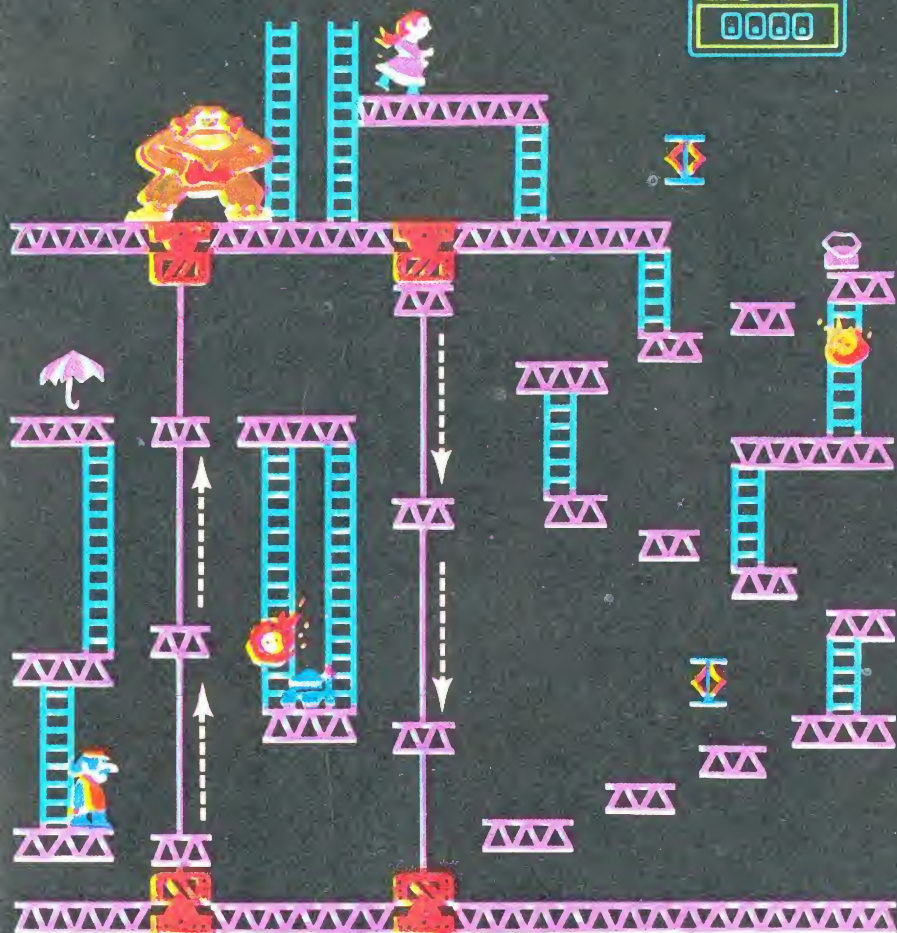
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BONUS
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THE ELEVATOR PLAYING BOARD

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HIGH SCORE
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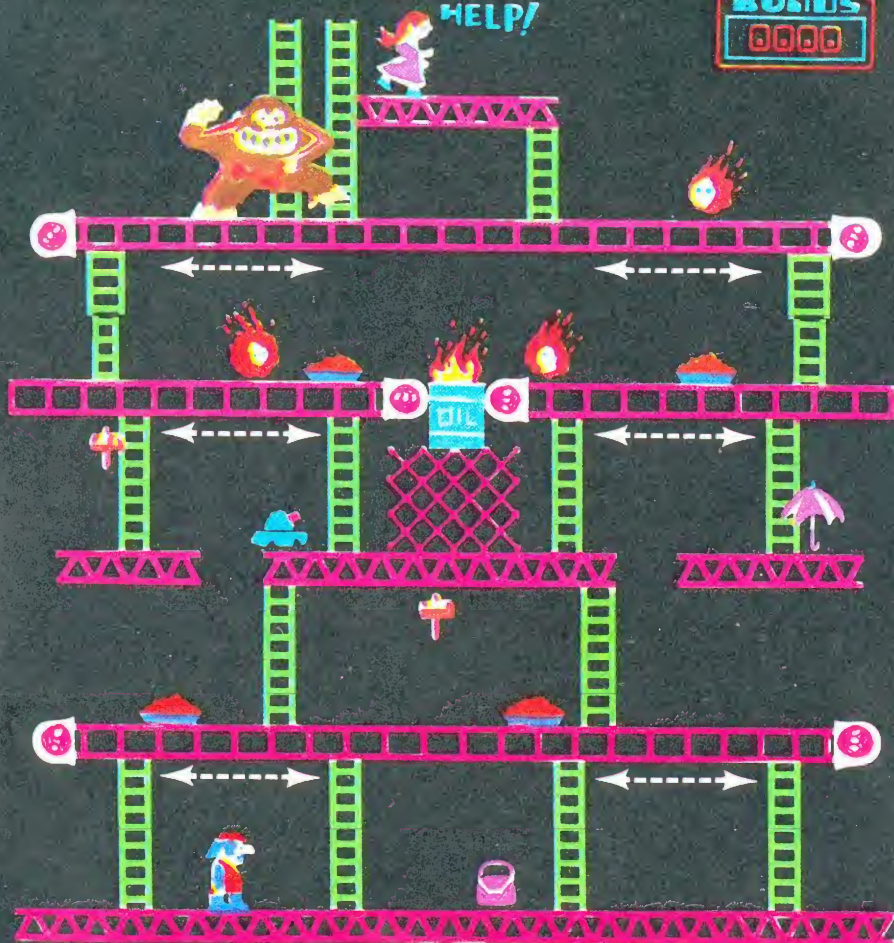
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L-00

BONUS
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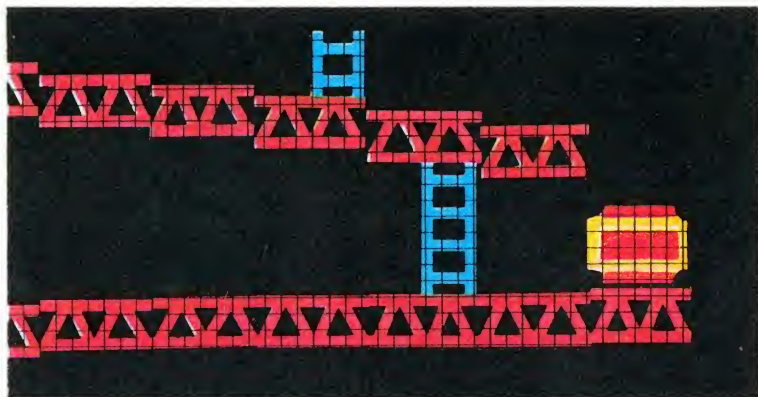
HELP!



THE CONVEYOR BELT PLAYING BOARD

SUCCESSFUL SCORING STRATEGIES

This section of the book discloses the strategies, executions, and techniques necessary to achieve high scores. Read with interest, retain the information, and execute your knowledge when playing.



Playing Board 1—The Barrels

This is a fairly easy screen. Begin by running all the way to the complete ladder, climb it and run to the first ladder on the second beam. Climb this ladder. You will have just enough time to get to the top of the ladder and jump. A barrel will pass under Mario. Quickly climb the ladder which is right next to him and run to the space between the two complete ladders on the fourth beam. Wait until it is safe to climb onto the fifth beam, and then run for the hammer. Wait until the next barrel almost hits Mario, and jump over it. He will land in the same spot with the hammer pounding the ground. Proceed up the fifth beam smashing the oncoming barrels. **DO NOT STAND UNDER THE LADDER FROM THE SIXTH BEAM!!!! MR. KONG WILL SURELY HIT YOU WITH A BARREL!!!!** Go past the last ladder on the fifth beam, and wait until the hammer disappears. Quickly climb the ladder to the sixth beam. You will need to jump over one or two barrels before finally climbing the last ladder and rescuing the beautiful girl.

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HIGH SCORE
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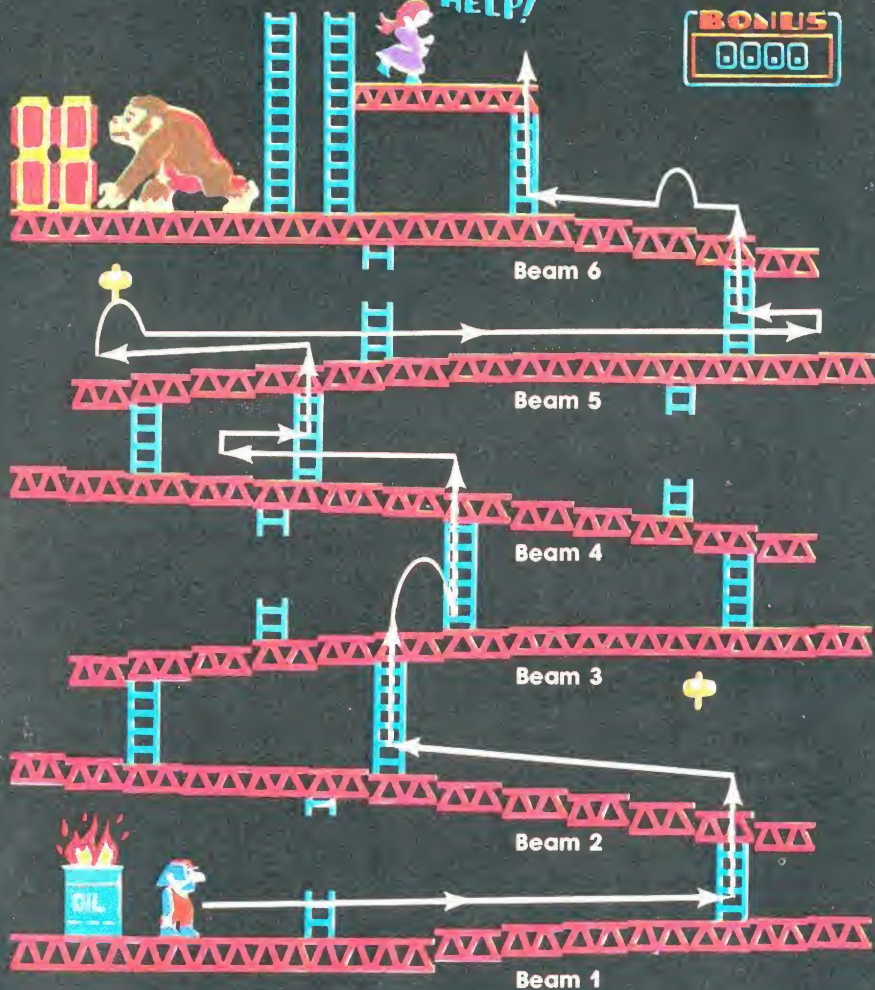
2 UP
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L-00

BONUS
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HELP!



THE BARREL PLAYING BOARD

Playing Board 2—The Blue Steel Beams—Level 1

The screen is also fairly easy to complete. Mario begins on the bottom beam. Run to the left, and climb the ladder. Run and knock out the plug on the second beam and climb the next ladder. Remember: by knocking out all the plugs, the building will collapse. Run to the left and knock out the plug on the third beam. Climb the ladder and knock out the plug on the fourth beam. Climb the next ladder, run to the left, and knock out the plug on the fifth beam. Be careful not to let Mr. Kong grab Mario. Climb down the ladder to the fourth beam, jump over the space where the plug was, and grab the hammer. (Note: Mario must jump over the space where the plugs were or he will fall to the bottom). Smash as many fireballs as you can. When the hammer disappears, climb the ladder to the fifth beam and knock out that plug. Climb down the ladders to the third beam and knock out that plug. Run to the safest ladder and descend to the second beam and knock out the plug. That's all there is to it! The Building collapses, the evil Kong dies, and Mario has the girl!! You then progress to the next level, where play begins again.

1 UP
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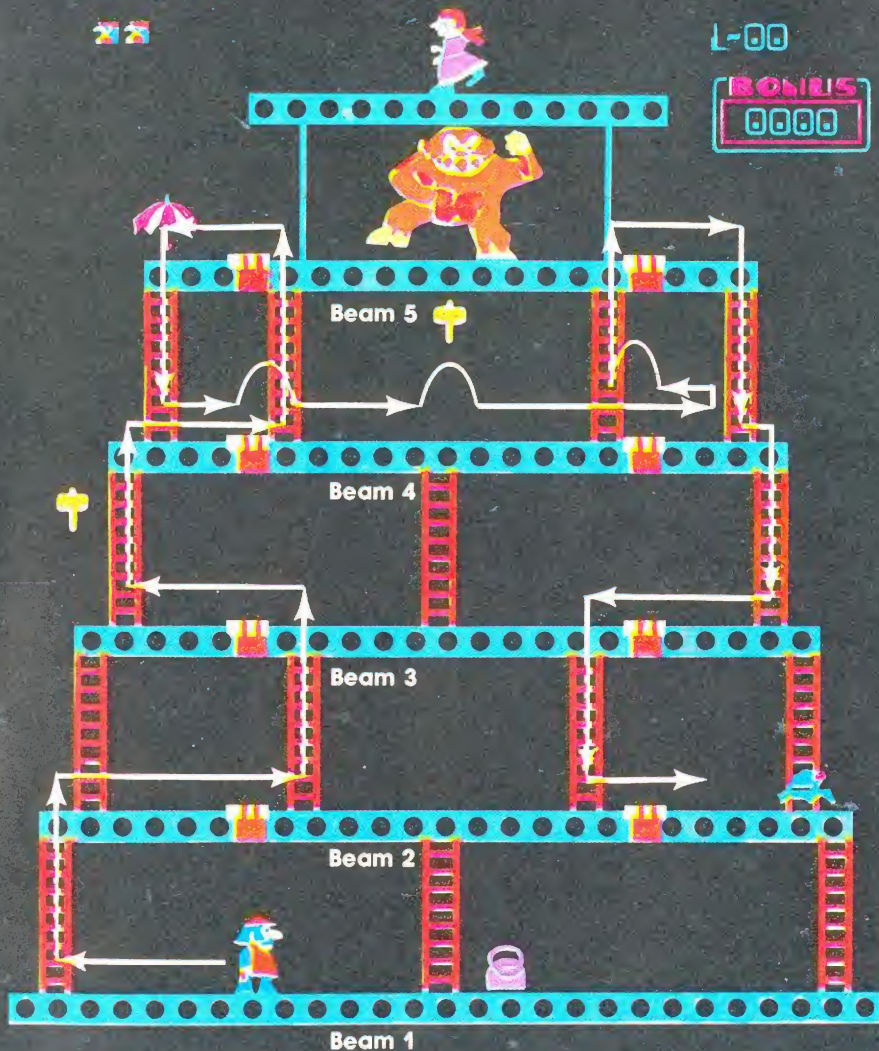
HIGH SCORE
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2 UP
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BONUS
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THE BLUE STEEL BEAM PLAYING BOARD

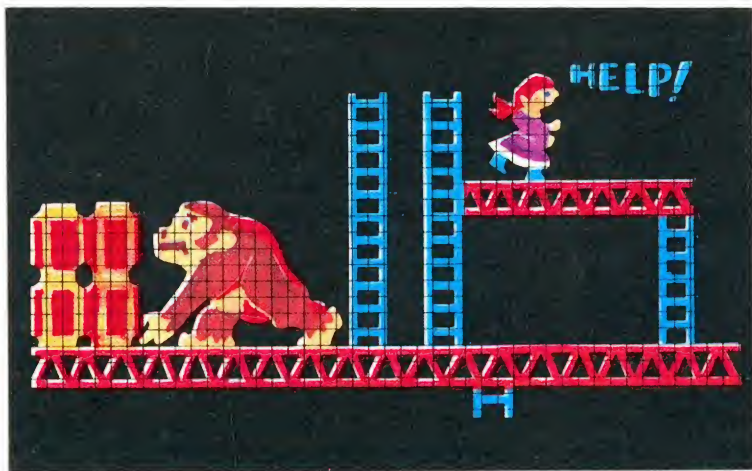
Playing Board 3—The Barrels-Level 2

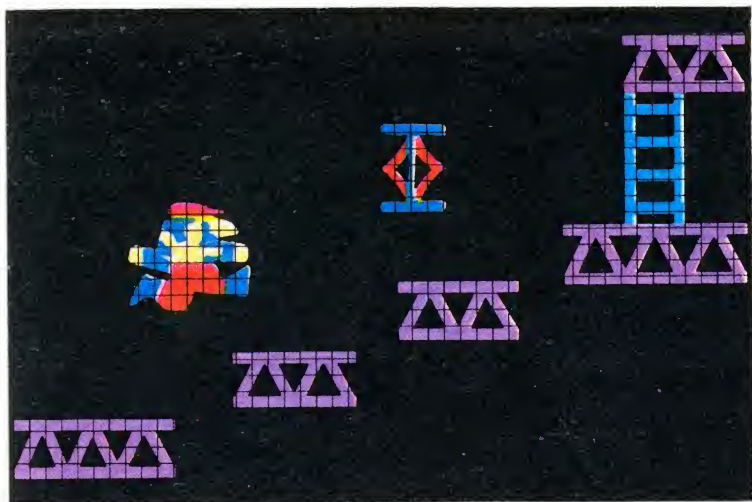
This screen is much like the first Barrel screen except that Mr. Kong is throwing many more barrels which do not run down the beams, but rather fall through the air. Mr. Kong also continues to roll barrels down the beams. Mario can do nothing to avoid these falling barrels except not happen to be in their way.

If two barrels are rolling close together towards Mario, and if he is running towards them, he will be able to jump over both of them with one jump!

When Mario reaches the fifth beam, have him grab the hammer and smash his way up to the point just past the ladder to the sixth beam. Wait for the hammer to disappear and climb to the sixth beam. Jump two barrels, and climb the final ladder to the beautiful girl!

Don't be dismayed, however, you won't get the girl—Kong grabs her and a new playing board appears.





Playing Board 4—The Elevators—Level 2

This screen is exceptionally difficult for one reason. It requires Mario to jump to and from moving objects. Once the timing of the jumps is mastered and can be accomplished smoothly and quickly, this board becomes easy. Practice will definitely improve your skills for this board.

At the outset, Mario appears in the lower left on the screen. Climb up the two ladders above him and run across the umbrella. This will score 500 points. Climb down the ladders and return to your original position. Watch the elevator beams pass by. When an elevator beam is parallel to the beam directly over Mario's head, move the joy stick to the right and press the jump button. Mario will have jumped successfully to the moving elevator beam. Immediately observe the

location of the fireball on Section 2. If it is on the bottom, jump Mario to the top of the next section just before the beams become parallel. If the fireball is on the top of the next section, Mario must turn and jump back to the first section of the screen. Then he must start over. Once Mario has jumped from the "up" elevator onto Section 2, he must avoid the fireball by jumping onto the down elevator. He should jump when the moving beam is just above the beam Mario is standing on. Now Mario must jump onto the small beam which is at the bottom of the screen just to the right of the down elevator.

Next, Mario has the Mashers to contend with. As they fall from the top beam to the bottom screen, they do so in an in and out pattern. Mario must jump across the next three steps without being hit by a falling Masher. When he arrives all the way to the right of the screen (Section 3), he is safe from the Mashers for as long as he remains there. Then, have Mario climb the ladder and when the fireball goes to the top of the next Section 4, Mario should jump to that section. He is now in danger from the Mashers, so this and the next two jumps to Section 5 must be carefully timed so Mario does not get hit. Mario then climbs the ladder on Section 5, jumps to Section 6, and climbs that ladder. Now, the Mashers are bouncing across the top beam where Mario is standing. After one Masher has bounced over Mario's head, he runs to the yellow area of the beam and turns around. Another Masher bounces over him. Mario then makes a run for the ladder, which he climbs as soon and as fast as he can. That completes the Elevator Board.

NOTE: There is a short cut Mario can take if you are really courageous. As soon as Mario jumps onto the down elevator, he can again, very quickly make a long jump to the bottom section of Section 5. If he does this, he is not exposed to the Mashers until he reaches the top beam.

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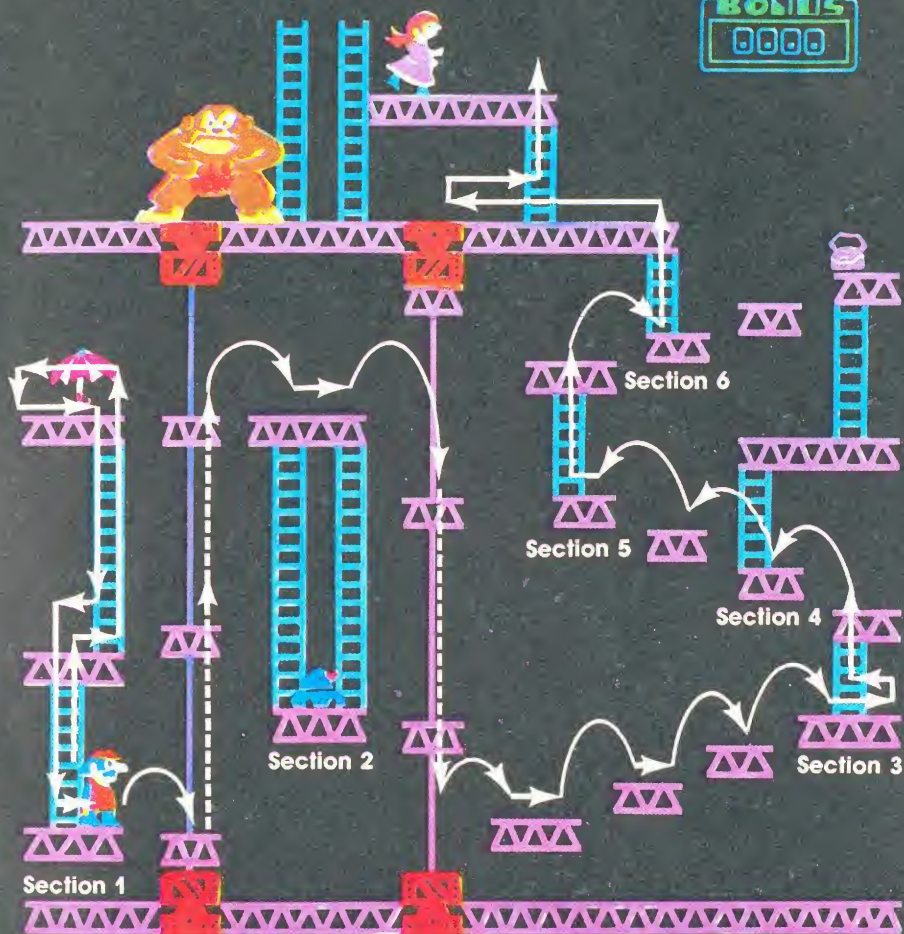
HIGH SCORE
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2 UP
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L-00

BONUS
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THE ELEVATOR PLAYING BOARD

Playing Board 5—Blue Steel Beam—Level 2

Play this screen exactly as you did the first Blue Steel Beam Playing Board. The only difference is there are more fireballs to deal with. There is another hammer on the left side of Beam #4. Use it to eliminate some of the fireballs.

Playing Board 6—The Barrels—Level 3

Use the same strategy on this board as you did on the last Barrel Board. If you are hiding on a ladder, don't wait there too long. Mr. Kong throws even more barrels through the air on this screen!

Playing Board 7—The Conveyor Belt—Level 3

When you begin this board, first run over the purse on the first beam—it's worth 800 points! Climb one of the two inner ladders, jump over any concrete, and grab the hammer and smash as many fireballs or concrete as you can. Climb the next ladder, run over the hat (another 800 points!) and jump over the gap to the section on the side of the screen. Watching out for fireballs or concrete piles above, climb the ladder, and quickly climb the last ladder which slides up and down. When the ladder slides up all the way, if it is safe, climb to the top. If it is not safe, wait until it is safe and then proceed to the top. Kong will grab the beautiful girl and take off. It is important to note that the direction of the conveyor belts can reverse any time, therefore, Mario must be ready to reverse direction also. Otherwise, he will go off the end of the conveyor belt.

1 UP
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HIGH SCORE
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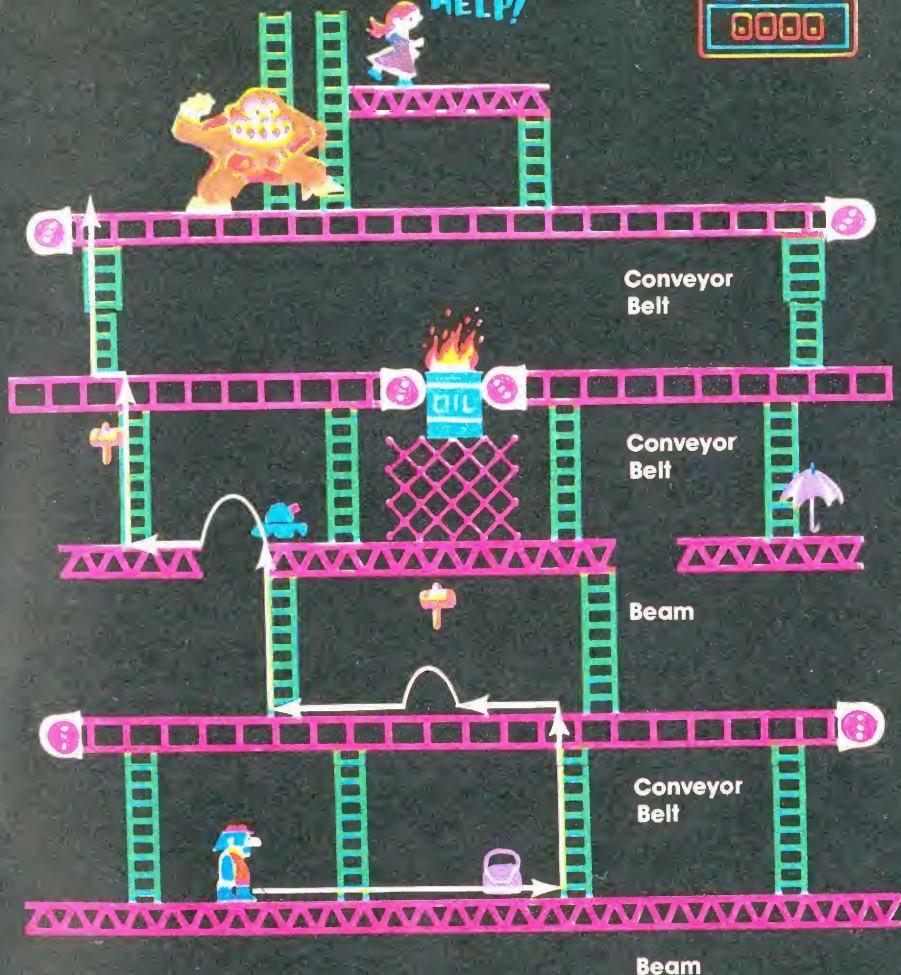
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BOBLES
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HELP!



THE CONVEYOR BELT PLAYING BOARD

Playing Board 8—The Elevators—Level 3

Play this board exactly as you did the last elevator board. However, at this level the Mashers are moving faster. Once you've achieved this level you have demonstrated proficiency and are operating and executing well, therefore, try the short-cut discussed on Playing Board 4.

Playing Board 9—The Blue Steel Beams—Level 3

Play this board exactly as you did the last Blue Steel Beam Board. There are no differences, except there are more fireballs to contend with.

Playing Board 10—The Barrels—Level 4

Play this board exactly as you did Playing Board 6. There are no differences.

Playing Board 11—The Conveyor Belt—Level 4

Play this board exactly as you did Playing Board 7. There are no differences.

Playing Board 12—The Barrels—Level 4

Play this board exactly as you did Playing Board 6. There are no differences.

Playing Board 13—The Elevators—Level 4

Play this Board exactly as you did Playing Board 8. There are no differences.

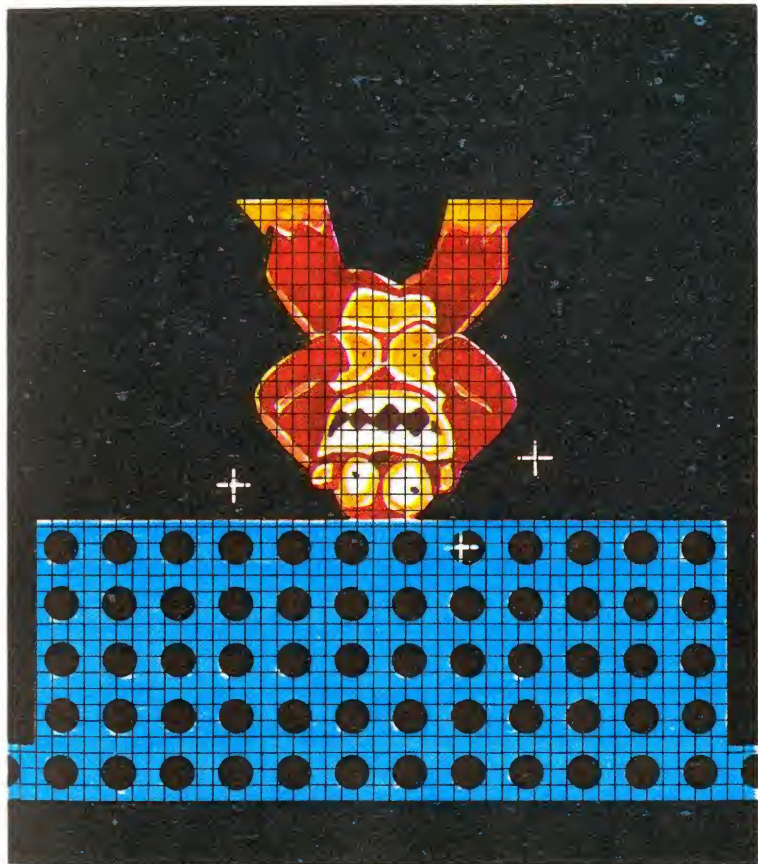
Playing Board 14—The Blue Steel Beams—Level 4

Play this Board exactly as you did Playing Board 9. There are no differences.

CONCLUSION

So now you know "how" to achieve a high score playing Donkey Kong. Head to your favorite arcade and apply the strategies in the book. They will work! After a few practice games, you'll be able to truly amaze your friends with your new found skill!

GOOD LUCK and HAVE FUN!!!



ATTENTION★

Video Game Books, Inc. plans a continuing series of "How To" books on various video games. If you can achieve high scores on any video game, please write and tell how. If we use your information, we will credit your contribution. All letters become property of Video Game Books, Inc. and cannot be returned.

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Now, here's the most complete, most accurate book that shows you how to PLAY DONKEY KONG™ TO WIN!

- Meet the evil Mr. Kong, the Beautiful Girl, and Mario the Carpenter!
- Learn all the techniques and strategies for avoiding the objects that Mr. Kong throws in your path.
- Find out how to improve your score tremendously—and right away!
- If excitement, romance, and the thrill of victory are what you're looking for, then DONKEY KONG™ is your game—and the book you need is PLAYING DONKEY KONG™ TO WIN!



Cornerstone Library
Published by Simon & Schuster

Cover design by
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\$2.50 0-346-12584-7

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